

Title: E. B. Volume II

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Sword Artifacts

- * Abyssal Blade
- * Blade Dance
- * Blade of Insanity
- * Blade of the Righteous
- * Brave Knight of the Britannia [Replica]
- * Breath of the Dead
- * Brightblade
- * Captain John's Blade
- * Captain Quacklebush's Cutlass
- * Channeler's Defender
- * Defiler of Virtue
- * Draconi's Wrath
- * Dragon's End
- * Dupre's Sword
- * Evocarius
- * Expor Malas Flamus
- * Legacy of Despair
- * Light in the Void
- * Luminous Rune Blade
- * Mangler
- * Moctapol's Obsidian Sword
- * Obsidian Blade
- * Overseer Sundered Blade
- * Peasant's Bokuto
- * Planesword
- * Righteous Anger
- * Skullcarver
- * Smiling Moon Blade
- * Soul Seeker
- * Splinter from the Tree of Strife
- * Storm Lord's Steel
- * Sword of Justice - Museum of Vesper Replica
- * Sword of Shattered Hopes
- * Sword of the Stampede
- * Swords of Prosperity
- * The Culling Blade
- * The Destroyer

- * The Holy Sword
- * The Redeemer
- * Vampiric Essence
- * Weeping Edge

Non-Artifact Uniques

- * The Dragon's Tail
- * Jockles' Quicksword
- * Daimyo Emino's Katana

Mondain's Legacy Minor Craftable Artifacts

Elven Machetes-

- * Adventurer's Machete
- * Diseased Machete
- * Machete of Defense
- * Orcish Machete
- * Bone Machete

Radiant Scimitars-

- * Darkglow Scimitar
- * Icy Scimitar
- * True Radiant Scimitar
- * Twinkling Scimitar

Rune Blades-

- * Corrupted Rune Blade
- * Mage's Rune Blade
- * Runeblade of Knowledge
- * Runesabre

Abyssal Blade

Stone War Sword

HMD 50%, HF 50%, HSL
60%, HML 60%, SSI
20%, DI 60%, Chaos
100%

Source: Stygian Abyss
artifact dropped by the
Abyssal Infernal champion

Blade Dance

Rune Blade

HML 30%, Spell

Channeling, Mana Increase
8, DI 30%, UBWS

Source: Mondain's Legacy
minor artifact

Blade of Insanity

Katana

Artifact Rarity 11, HSL
100%, Stamina Regen. 2,
SSI 30%, DI 50%

Source: Doom Gauntlet
artifact

Blade of the Righteous
Longsword

10 Stones, Artifact
Rarity 10, Demon Slayer,
HLL 87%, HP Increase
10, DI 50%, UBWS
Source: Dungeon Doom
stealable

Brave Knight of the
Britannia [Replica]
Katana
HLL 22%, HSL 48%, Hit
Harm 26%, SSI 30%, DI
35%, Fire 40%, Cold
30%, Poison 10%, Energy
20%

Source: Champion bosses
Rikktor, Twaulo, Serado
Breath of the Dead

Bone Harvester
Artifact Rarity 11, HLL
100%, Hit Harm 25%,
SDI 5%, DI 50%

Source: Doom Gauntlet
artifact

Brightblade
Katana & Gargish Katana
Splintering 20%, HSL
100%, Stamina Regen 3,
HCI 10%, FC 1, SSI 40%,
DI 50%, Fire 100%

Source: Covetous artifact
Captain Johne's Blade

Scimitar & Glass Sword
Random Slayer, Bane, HCI
15%, DCI 15%, SSI 30%,
DI 60%, Cold 25%,
Poison 75%

Source: Ararat
(Shadowlords drop)

Captain Quacklebush's
Cutlass
Cutlass
Dex 5, HCI 10%, SSI
20%, DI 50%, UBWS

Source: Traditional minor
artifact, Leviathan loot
only

Channeler's Defender
Glass Sword
HLA 60%, Spell
Channeling, HCI 5%, DCI
10%, FCR 1, LMC 5%,
SSI 20%, Energy 100%

Source: Stygian Abyss
artifact dropped by
the Primeval Lich
champion

Defiler of Virtue

Katana

Fey Slayer, Hit Lightning

50%, HLD 30%, Stamina

Regen 2, FC 1, SSI 25%,

DI 60%, Poison 80%,

Chaos 20%

Source: No longer

spawning

Draconi's Wrath

Katana

Fire Eater 20%, Hit

Fireball 60%, HCI 15%, DI

50%, UBWS

Source: Stygian Dragon

Peerless boss

Dragon's End

Longsword

Artifact Rarity 11, Dragon

Slayer, HCI 10%, DI 60%,

Fire Resist 20%, Cold

100%

Source: Virtue artifact

Dupre's Sword

Viking Sword & Stone

War Sword

HMD 50%, Str 10,

HCI 25%, SSI 35%, DI

100%

Source: Exodus encounter

Evocarius

Viking Sword

Part Of A

Weapon/Armor Set (2

Pieces), DI 50%; Full set:

Self Repair 3, DCI 10%

(total), Str 10 (total),

SSI 35% (total)

Source: Any Peerless

boss, Doom Gauntlet

Expor Malas Flamus

Stone War Sword

Searing Weapon, Hit Fire

Area 70%, HSL 50%,

HML 100%, HLL 100%,

HLA 50%, Shard Bound,

DI 30%

Source: No longer

spawning

Legacy of Despair

Dread Sword

Hit Curse 10%, HLA

50%, HLD 50%, SSI

30%, DI 60%, Cold 75%,

Poison 25%

Source: Stygian Abyss

mini champions Fire

Daemon [Renowned] or

Tikitavi [Renowned]

Light in the Void

Gargish Talwar

10 Stones, Artifact

Rarity 5, Undead Slayer,

HLD 30%, Hit Lightning

45%, Str 8, HCI 10%,

FC 1, SSI 20%, DI 35%

Source: Stygian Abyss

stealable (by the Silver

Sapling)

Luminous Rune Blade

Rune Blade

Hit Lightning 40%, Self

Repair 5, Night Sight,

SSI 25%, DI 55%,

Energy 100%

Source: Mondain's Legacy

major craftable artifact

Mangler

Broadsword

HML 50%, HLD 30%, Hit

Harm 50%, SSI 25%, DI

50%, UBWS

Source: Slasher of Veils

boss in the Stygian Abyss

Moctapotl's Obsidian

Sword

Paladin Sword

Hit Harm 50%, Hit

Physical Area 50%, HSL

100%, Splintering 20%,

SSI 40%, DI 75%

Source: Shadowguard

Obsidian Blade

Longsword (thin)

HLL 10%, HSL 20%, HCI

20%

Source: No longer

spawning

Overseer Sundered Blade

Radiant Scimitar

Stamina Regen 2, HCI

10%, SSI 35%, DI 45%,

Fire 100%

Source: Mondain's Legacy

major craftable artifact

Peasant's Bokuto
Bokuto
HLD 30%, Snake Slayer,
Self Repair 3, SSI 10%,
DI 35%
Source: No longer
spawning

Planesword
Longsword
Hit Lightning 10%, Spell
Channeling, Physical 50%,
Energy 50%
Source: No longer
spawning

Righteous Anger
Elven Machete
HCI 15%, DCI 5%, SSI
35%, DI 40%
Source: Mondain's Legacy
minor artifact

Skullcarver
Longsword (skull) & Glass
Sword (skull LS. graphic)
Cannot Be Repaired, Hit
Lightning 70%, HLD
50%, Hit Curse 25%,
SSI 30%, DI 50%, Poison
100%
Source: Pirate Merchant
in Bucc's Den
Smiling Moon Blade
Crescent Blade
Requires: High Seas, HMD
10%, HLD 40%, Hit
Fireball 45%, Battle Lust,
SSI 30%, DI 45%, Cold
100%
Source: Osiredon the
Scalis Enforcer High Seas
boss
Soul Seeker
Radiant Scimitar
HSL 40%, HML 30%,
HLL 30%, Repond Slayer,
SSI 60%, Cold 100%

Source: Mondain's Legacy
minor artifact

Splinter from the Tree

of Strife

Bokuto

Tactics +10, Antique,

Splintering 20%, HML

60%, Battle Lust, DI

50%

Source: No longer

spawning

Storm Lord's Steel

Wakizashi

Exceptional, Hit Lightning

80%, Sparks 30%,

Prized, Shard Bound

Source: No longer

spawning

Sword of Justice -

Museum of Vesper Replica

Viking Sword

Random Slayer, HLA 60%,

Spell Channeling, Luck

100, FC -1, DI 50%,

Physical Resist 20%

Source: Museum of

Vesper collection replica

Sword of Shattered

Hopes

Glass Sword

Artifact Rarity 10, Hit

Dispel 25%, Splintering

20%, SSI 30%, DI 50%,

Fire Resist 15%

Source: Pixie [Renowned],

Fire Elemental [Renowned],

Niporailem, Slasher

Sword of the

Stampede

No-Dachi

Hit Harm 100%, HCI 10%,

DI 60%, Cold 100%

Source: No longer

spawning

Swords of Prosperity

Daisho

Spell Channeling, Mage

Weapon -0 Skill, Luck

200, FC 1, Fire 100%

Source: No longer

spawning

The Culling Blade

Bone Harvester

Requires: High Seas, Hit

Fatigue 30%, HMD 30%,

HLD 40%, SSI 20%, DI

50%, Chaos 100%

Source: Corgul the

Soulbinder High Seas boss

The Destroyer

No-Dachi

HSL 40%, Str 6, HCI

10%, DI 50%

Source: No longer

spawning

The Holy Sword

Longsword

Blessed, Self Repair 10,

Undead Slayer, DI 40%,

Lower Requirements 100%,

UBWS

Source: 7th Anniversary

Token or from the in

game UO Store for 100

sovereigns

The Redeemer

Paladin Sword

Blessed, Artifact Rarity

7, Undead Slayer, Demon

Slayer, DI 55%

Source: No longer

spawning

Vampiric Essence

Cutlass

Blood Drinker, HLL 100%,

Hit Harm 50%, SSI 20%,

DI 50%, Cold 100%

Source: Stygian Dragon

Peerless

Weeping Edge

Bokuto
Exceptional, Splintering
30%, Shard Bound
Source: No longer
spawning

Daimyo Emino's Katana
Katana
Blessed
Source: No longer
spawning; formerly a
reward for completing the
ninja training quest in
Haven. No longer given
after Haven became New
Haven
Jockles' Quicksword
Longsword
Blessed, HCI 5%, SSI
10%, DI 25%
Source: Reward for
completing the
Swordsmanship training
quest for Jockles in New
Haven

The Dragon's Tail
No-Dachi
Blessed, HSL 16%, SSI
10%, DI 25%
Source: Reward for
completing the Bushido
training quest for Hamato
in New Haven

Mondain's Legacy Minor
Craftable Artifacts:

Elven Machetes
* Adventurer's Machete:
Luck 20
* Diseased Machete: Hit
Poison Area 25%
* Machete of Defense:
DCI 5%
* Orcish Machete: Int.
Bonus -5, DI +10%
* Bone Machete: All
resists +1

Radiant Scimitars
* Darkglow Scimitar: Hit
Dispel 10%
* Icy Scimitar: Hit Harm

15%

* True Radiant Scimitar:
Night Sight
* Twinkling Scimitar: DCI
6%

Rune Blades

* Corrupted Rune Blade:
Physical Resist -5%,
Poison Resist 12%
* Mage's Rune Blade: FC1
* Runeblade of
Knowledge: SDI 5%
Runesabre: Resisting
Spells +5, Mage Weapon
-29

Artifact Sources in Greater Detail

* Champions and Mini Champions- Champion bosses come in one of two forms, regular Champions and mini-champions. Regular Champion spawns will have altars throughout the lands or in dungeons that may or may not require activation using the Valor virtue. Defeating the Champion boss has a 30% chance of placing a reward artifact in the player's pack. Mini champions are found only in the Stygian Abyss and do not have altars that must be activated, they are active at all times unless defeated and on a cooldown timer. Similar to normal Champion spawns, the various levels of minions must be defeated before the boss will show itself. Mini champions are distinguished by having the title [Renowned] after their name. The artifact rewards will be on the corpses of the mini

champs. Two of the regular Champion spawns, the Primeval Lich and Abyssal Infernal, may also be accessed through the Stygian Abyss. These are not mini champions, and the rules for their realms follow that of the more traditional Champion spawns, but those areas are also under the Felucca ruleset rather than Trammel's as the rest of the Stygian Abyss is! Let the adventurer beware.

* Mondain's Legacy Minor Artifact- These artifacts are random pack or corpse drops from killing named creatures in the Mondain's Legacy dungeons. These dungeons include Bedlam, the Blighted Grove, the Labyrinth, the Painted Caves, the Palace of Paroxysmus, the Prism of Light, the Citadel, Sanctuary and the Twisted Weald. Peerless bosses may also drop these artifacts on their corpses.

* Doom Gauntlet- The second floor of Dungeon Doom is referred to as the Doom Gauntlet. Killing the lesser bosses or the Dark Father (the major boss of the gauntlet) awards hidden points to a player. Upon accumulating enough points, one of the artifacts from the list is randomly placed in the player's pack as a reward.

* Doom Stealable- Both levels of Dungeon Doom spawn artifacts which can be taken using the Stealing skill.

Relevant to our interests is the Blade of the Righteous, which appears in the Healer's room on level 2. Artifact rarity on the items reflects the respawn time, with lower levels of rarity respawning more quickly and higher levels of rarity taking longer, possibly as long as many months.

* Covetous Artifact-
Covetous artifacts are dropped by Cora the Sorceress and her minions on levels 3 and 4 of Dungeon Covetous. There is a 30% chance for Cora to drop one of the artifacts on her list, and a substantially lower chance that her minions may drop an item from the same list.

* Ararat (Shadowlords)-
The three Shadowlords are the bosses of the Ararat dungeon, though only one will spawn at a time. Sometimes referred to as the Underwater Bosses (UWB) since the Ararat is a sunken vessel. A quest to build a diving suit is required to access this dungeon, and then similar to Peerless bosses, keys must be obtained in the dungeon to unlock the Shadowlords' fight.

* Traditional Minor Artifacts- Traditional minor artifacts appear in one of three ways: from the sea monster Leviathan as a pack drop, from Paragons as a pack drop, or from treasure chests that come from maps dropped by the Paragons. Paragons have a chance of appearing in

Ilshenar from a list of specific monsters, and those monsters have a 5% chance of appearing as their stronger Paragon forms rather than their standard incarnations.

Not all artifacts will drop from all three sources, some will only drop from one or two. Captain Quacklebush's Cutlass, for example, will only appear from the Leviathan, though this may have been different in the past. Artifacts will sometimes change where they drop from according to the whims of the gods.

* Peerless Artifacts-

Peerless artifacts are dropped by the Peerless bosses on their corpses.

These bosses are distinguished by the need to obtain keys to access their boss fight chambers. Mondain's Legacy minor artifacts may also drop on their corpses as loot.

* Virtue Artifact- By

slaying monsters in the anti-virtue dungeons (Shame, Destard, Hythloth, etc.) a hidden point tally will build up for the player. The higher the point tally, the greater the chance that the next kill will award one of the Virtue Artifacts in the player's pack. This hidden counter resets to 0 after the item has been awarded.

* Exodus Encounter- This

is a particularly complex Peerless boss that requires a ritual to be performed in order to access the Clockwork Exodus fight. While technically a Peerless

boss, this one is unique enough to warrant its own entry. Otherwise, loot behaves similarly to other Peerless boss fights.

* Stygian Abyss

Stealable- These stealable artifacts spawn in the Stygian Abyss. The Light in the Void shows up near the Silver Sapling in the western portion of the Stygian Abyss.

* Shadowguard- These artifacts are dropped by defeating the final boss on top of the roof of the Shadowguard tower encounter. These artifacts are placed in the player's pack upon defeat of the last boss. A drop is not guaranteed, though luck influences the chances of getting an artifact.

* Mondain's Legacy

Major Craftable Artifacts

- These artifacts require rare recipes in order for a craftsman to be able to create them, and they further require rare ingredients in order to craft them. They cannot be exceptionally created, and they come with a unique color irrespective of base material used to craft them.

* Osiredon the Scalvis Enforcer and Corgul the Soulbinders- High Seas bosses which require that expansion in order to be able to reach or fight, or in some cases to wield the artifacts they drop.

* Museum of Vesper Replicas- These artifacts can be obtained by donating to the Museum of Vesper. Points obtained by donation can

be exchanged for various artifacts and titles.

* Quest Rewards- Some swords, such as Jockles' Quicksword or The Dragon's Tail, are obtained as rewards by completing quests. These two items in particular are uniquely named swords, not considered true artifacts, but do warrant a mention.

* Mondain's Legacy Minor Craftables- These minor artifacts can be created when the crafter has the appropriate recipe and an additional somewhat rare ingredient. They are crafted with fixed properties included, but may be exceptionally created and further imbued or enhanced after creation.

* No longer spawning- These artifacts generally came from limited time story or seasonal events, sometimes with quests that needed to be completed or as turn in rewards. Unless these are brought back in the future in some way, there is no way to find new sources of them. Dedicated collectors may need to spend a considerable length of time searching through Vendor Search, auction blocks, or collector's forums for a copy of these swords to add to their collections!

* Pirate Merchant in Bucc's Den- The Pirate Merchant by the Buccaneer's Den bank will pay doubloons for cargo chests obtained from High Seas activities. These doubloons can then

be used to buy items
from the same